Using Final Cut Pro

For Professional Content Creation

Session 700

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Jeff Lowe
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Joseph Linaschke
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Roadmap—Tuesday

	The Presidio	Pacific Heights	Haight/ Ashbury	SOMA
9:00	701 QuickTime State of the Union			
10:30			702 MPEG-4 Demystified	703 The Pro in QuickTime Pro
12:00				
2:00			704 Introduction to QuickTime Streaming	705 The Art of MPEG-4 Encoding
3:30			706 Designing a Distance Learning Solution With QuickTime	707 QuickTime Media Skins
5:00	708 QuickTime APIs Update		709 QuickTime on Campus— A Case Study	710 Preprocessing Principles

Roadmap—Wednesday

	Russian Hill	Pacific Heights	Haight/ Ashbury	SOMA
9:00	711 Audio and QuickTime		712 QuickTime for the Web	713 Introduction to QuickTime Interactivity
10:30			714 Large-Scale Webcasting: Macworld Keynote Case Study	715 QuickTime Interactivity Tools
12:00				
2:00	716 Advanced QuickTime Programming Techniques		717 3GP: Myth Versus Reality	718 AppleScript and QuickTime
3:30			719 Administering QuickTime Streaming Server	720 Content Creation for Mobile Phones: Top 10 Success Factors
5:00			721 WiFi and 3G: Let the Games Begin	722 Advanced QuickTime Interactivity

Roadmap—Thursday

	The Mission	Haight/ Ashbury	SOMA
9:00		723 The Real Story About MPEG-4 Visual Licensing	724 What's New With QuickTime VR?
10:30		725 QuickTime and Enhanced CDs	726 Cutting-Edge Projects Using QuickTime VR
12:00			
2:00	727 QuickTime Streaming Server Programming	728 Produce a Listening Party With QuickTime	729 Industrial-Strength Encoding
3:30		FF011 QuickTime Feedback Forum	
5:00			

Roadmap—Friday

	Pacific Heights	The Marina
9:00		
10:30	730 QuickTime Alternative Programming Environments	
12:00		
2:00		731 Internet Application Development: The New Frontier
3:30		
5:00		

Who to Contact

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http://developer.apple.com/wwdc2003/urls.html

For More Information

Documentation

General Information
http://www.apple.com/quicktime

Developer Information
http://developer.apple.com/documentation

QuickTime Information
http://developer.apple.com/QuickTime

Do Not Miss!

Lab: QuickTime Content Creation

Meet with QuickTime content experts for daily content-specific topics that are of special interest to you. Bring your own media and PowerBook. No appointment is needed—first-come, first-served.

Sacramento Room

Lab: QuickTime Development

Meet with Apple's QuickTime engineers. Each day will emphasize a specific QuickTime development topic. Bring your own code and PowerBook. No appointment is needed—first-come, first-served.

Sacramento Room

Lab Hours

Monday	12:00pm to 6:00pm
Tuesday	9:00am to 6:00pm
Wednesday	9:00am to 6:00pm
Thursday	9:00am to 4:30pm
Friday	9:00am to 6:00pm

Q&A

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WWDC 2003

Worldwide Developers Conference